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In one embodiment , each record source is associated with a unique **virtual file** defined
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linuxatwork.werft22.com/sdream/ RealSDK/doc/htmfiles/ffplug.htm - 55k - Supplemental
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## Interactive video distribution systems patents 200506
... and receiving video data arranged in data frames forming a **data stream**. ... creating
within the **container file** a **virtual file** for each of the one or ...
www.freshpatents.com/ Interactive-video-distribution-systems-dt200506ntc725.php - 80k -
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## NOVELL: Glossary of Terms
All data files, by default, have a primary **data stream**. ... some starting base location, such
as directory **container file** object, the root of a volume, etc. ...
www.novell.com/company/glossary.html - 911k - Cached - Similar pages

Dictionary of Computer Terms
On UNIX, this is a **virtual-file** that can be written to. ... device -> security - Client-side per-
file compression -> reliability - **Data stream** is written to ...
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Linux Dictionary
On UNIX, this is a **virtual-file** that can be written to. Data written to this file gets ... Appletalk
**Data Stream** Protocol (Apple, AppleTalk) From VERA ...
tldp.berlios.de/LDP/Linux-Dictionary/ html/Linux-Dictionary.html - 977k -
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[PS] Linux Dictionary Version 0.16 Author: Binh Nguyen 2004-08-16 This ...
File Format: Adobe PostScript
DBC Microsoft's Visual FoxPro database **container file** From ... this is a **virtual-file** that
can be written to. Data written to this file gets discarded. ...
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### 1  Distributed file systems: concepts and examples                                              ■
Eliezer Levy, Abraham Silberschatz
December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4
**Publisher:** ACM Press

Full text available: 🅰 pdf(5.33 MB)     Additional Information: full citation, abstract, references, citings, index terms, review

> The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

### 2  The Desert environment                                                                        ■
Steven P. Reiss
October 1999 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 8 Issue 4
**Publisher:** ACM Press

Full text available: 🅰 pdf(868.64 KB)     Additional Information: full citation, abstract, references, citings, index terms, review

> The Desert software engineering environment is a suite of tools developed to enhance programmer productivity through increased tool integration. It introduces an inexpensive form of data integration to provide additional tool capabilities and information sharing among tools, uses a common editor to give high-quality semantic feedback and to integrate different types of software artifacts, and builds virtual files on demand to address specific tasks. All this is done in an open and extensibl ...

> **Keywords**: integrated programming environments, program editors

### 3  The Vesta parallel file system                                                                ■
Peter F. Corbett, Dror G. Feitelson
August 1996 **ACM Transactions on Computer Systems (TOCS)**, Volume 14 Issue 3
**Publisher:** ACM Press

Full text available: 🅰 pdf(649.08 KB)     Additional Information: full citation, abstract, references, citings, index terms, review

The Vesta parallel file system is designed to provide parallel file access to application programs running on multicomputers with parallel I/O subsystems. Vesta uses a new abstraction of files: a file is not a sequence of bytes, but rather it can be partitioned into multiple disjoint sequences that are accessed in parallel. The partitioning—which can also be changed dynamically—reduces the need for synchronization and coordination during the access. Some control over the layout ...

**Keywords**: data partitioning, parallel computing, parallel file system

**4** <u>Computing curricula 2001</u>

September 2001 **Journal on Educational Resources in Computing (JERIC)**
**Publisher:** ACM Press
Full text available: <u>pdf(613.63 KB)</u>
<u>html(2.78 KB)</u>    Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

**5** <u>An efficient and lightweight embedded Web server for Web-based network element management</u>
Hong-Taek Ju, Mi-Joung Choi, James W. Hong
September 2000 **International Journal of Network Management**, Volume 10 Issue 5
**Publisher:** John Wiley & Sons, Inc.
Full text available: <u>pdf(428.26 KB)</u>    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

An Embedded Web Server &lpar;EWS&rpar; is a Web server which runs on an embedded system with limited computing resources to serve embedded Web documents to a Web browser. By embedding a Web server into a network device, it is possible to provide a Web&hyphen;based management user interface, which are user&hyphen;friendly, inexpensive, cross&hyphen;platform, and network&hyphen;ready. This article explores the topic of an efficient and lightweight embedded Web server for Web&hyphen;based netw ...

**6** <u>Distrbuted VEEs: PDS: a virtual execution environment for software deployment</u>
Bowen Alpern, Joshua Auerbach, Vasanth Bala, Thomas Frauenhofer, Todd Mummert, Michael Pigott
June 2005 **Proceedings of the 1st ACM/USENIX international conference on Virtual execution environments**
**Publisher:** ACM Press
Full text available: <u>pdf(299.26 KB)</u>    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

The Progressive Deployment System (PDS) is a virtual execution environment and infrastructure designed specifically for deploying software, or "assets", on demand while enabling management from a central location. PDS intercepts a select subset of system calls on the target machine to provide a partial virtualization at the operating system level. This enables an asset's install-time environment to be reproduced virtually while otherwise not isolating the asset from peer applications on the targ ...

**Keywords**: deployment, installation, management, streaming, virtualization

**7** <u>LegionFS: a secure and scalable file system supporting cross-domain high-performance applications</u>
Brian S. White, Michael Walker, Marty Humphrey, Andrew S. Grimshaw
November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)**

**Publisher:** ACM Press

Full text available: 📄 pdf(499.88 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Realizing that current file systems can not cope with the diverse requirements of wide-area collaborations, researchers have developed data access facilities to meet their needs. Recent work has focused on comprehensive data access architectures. In order to fulfill the evolving requirements in this environment, we suggest a more fully-integrated architecture built upon the fundamental tenets of naming, security, scalability, extensibility, and adaptability. These form the underpinning of the Le ...

**8** <u>Operating and runtime systems for high-end computing systems: K42: an infrastructure for operating system research</u>

Dilma Da Silva, Orran Krieger, Robert W. Wisniewski, Amos Waterland, David Tam, Andrew Baumann

April 2006 **ACM SIGOPS Operating Systems Review**, Volume 40 Issue 2

**Publisher:** ACM Press

Full text available: 📄 pdf(362.39 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

K42 is an open-source scalable research operating system well suited to support systems research. The primary goals of K42's design that support such research include flexibility to allow a multitude of policies and implementations to be supported simultaneously, extensibility to allow new policies and implementations to be readily added, and scalability to enable good performance for both small and large applications on both small and large multiprocessor systems. The goals are accomplished via ...

**9** <u>Interactive Exploration of Large Remote Micro-CT Scans</u>

Steffen Prohaska, Andrei Hutanu, Ralf Kahler, Hans-Christian Hege

October 2004 **Proceedings of the conference on Visualization '04**

**Publisher:** IEEE Computer Society

Full text available: 📄 pdf(597.53 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>

Datasets of tens of gigabytes are becoming common in computational and experimental science. This development is driven by advances in imaging technology, producing detectors with growing resolutions, as well as availability of cheap processing power and memory capacity in commodity-based computing clusters. In this article we describe the design of a visualization system that allows scientists to interactively explore large remote data sets in an efficient and flexible way. The system is broadl ...

**Keywords**: large data, out-of-core-methods, remote visualization, multiresolution visualization

**10** <u>A component model for standardized web-based education</u>

August 2001 **Journal on Educational Resources in Computing (JERIC)**

**Publisher:** ACM Press

Full text available: 📄 pdf(384.31 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>, <u>review</u>

We present a layered component model to support Web-based collaborative applications. We show how this model lets programmers focus on the particular logic of their applications, avoiding most of the issues related to collaboration, access control, and network management. The proposed model is organized into three layers on top of a foundation composed of commercial-off-the-shelf services and standard Internet protocols. The service level provides a network-transparent communications layer, data ...

**Keywords**: authoring tools, collaborative systems, educational web applications, learning technology standardization, web-based course delivery systems

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**1**  sTeam: structuring information in team-distributed knowledge management in cooperative learning environments                                                     ■
August 2001 **Journal on Educational Resources in Computing (JERIC)**
**Publisher:** ACM Press

Full text available: 📄 pdf(179.03 KB)   Additional Information: full citation, abstract, references, index terms, review

Learning is a socially embedded design process. But most of todays hypermedia systems fail to properly support the design-related and the social aspects of learning. Authoring and Web-publishing systems aim to support the authors design processes. Consequently, the activities of learners are confined to selecting and reading. Based on some fundamental reflections on the role of technology in learning processes, we conclude that top priority must be given to the construction of infrastructur ...

**Keywords**: cooperative learning, cooperative support, learner-centered approaches, sTeam (structuring information in a team), web-based learning and teaching

**2**  sTeam - Designing an integrative infrastructure for Web-based computer-supported cooperative learning                                                     ■
Thorsten Hampel, Reinhard Keil-Slawik
April 2001 **Proceedings of the 10th international conference on World Wide Web**
**Publisher:** ACM Press
Full text available: 📄 pdf(265.67 KB)   Additional Information: full citation, references, index terms

**Keywords**: cooperation support, cooperative learning, learner-centered approaches, sTeam - structuring information in a team, web-based learning and teaching

**3**  Distributed file systems: concepts and examples                                                     ■
Eliezer Levy, Abraham Silberschatz
December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4
**Publisher:** ACM Press

Full text available: 📄 pdf(5.33 MB)   Additional Information: full citation, abstract, references, citings, index

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

**4**  Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**
**Publisher:** ACM Press

Full text available: pdf(613.63 KB)          Additional Information: full citation, references, citings, index terms
html(2.78 KB)

**5**  Pilot: an operating system for a personal computer

David D. Redell, Yogen K. Dalal, Thomas R. Horsley, Hugh C. Lauer, William C. Lynch, Paul R. McJones, Hal G. Murray, Stephen C. Purcell
February 1980 **Communications of the ACM**, Volume 23 Issue 2

**Publisher:** ACM Press

Full text available: pdf(1.14 MB)          Additional Information: full citation, references, citings

**Keywords**: file, high-level language, modular programming, network, operating system, personal computer, process, system structure, virtual memory

**6**  Pen computing: a technology overview and a vision

André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

**Publisher:** ACM Press

Full text available: pdf(5.14 MB)          Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

**7**  GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(63.03 MB)          Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

**8**  Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
**Publisher:** ACM Press

Full text available: .pdf(17.07 MB)     Additional Information: full citation, abstract

> Level set methods, an important class of partial differential equation (PDE) methods,
> define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD
> function. The course begins with preparatory material that introduces the concept of using
> partial differential equations to solve problems in computer graphics, geometric modeling
> and computer vision. This will include the structure and behavior of several different types
> of differential equations, e.g. the level set eq ...

**9**  Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
**Publisher:** IBM Press

Full text available: .pdf(4.21 MB)     Additional Information: full citation, abstract, references, index terms

> Understanding distributed applications is a tedious and difficult task. Visualizations based
> on process-time diagrams are often used to obtain a better understanding of the
> execution of the application. The visualization tool we use is Poet, an event tracer
> developed at the University of Waterloo. However, these diagrams are often very complex
> and do not provide the user with the desired overview of the application. In our
> experience, such tools display repeated occurrences of non-trivial commun ...

**10**  Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
**Publisher:** ACM Press

Full text available: .pdf(20.64 MB)     Additional Information: full citation

**11**  Virtual machines: Scale and performance in the Denali isolation kernel

Andrew Whitaker, Marianne Shaw, Steven D. Gribble
December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI
**Publisher:** ACM Press

Full text available: .pdf(1.91 MB)     Additional Information: full citation, abstract, references, citings

> This paper describes the Denali isolation kernel, an operating system architecture that
> safely multiplexes a large number of untrusted Internet services on shared hardware.
> Denali's goal is to allow new Internet services to be "pushed" into third party
> infrastructure, relieving Internet service authors from the burden of acquiring and
> maintaining physical infrastructure. Our isolation kernel exposes a virtual machine
> abstraction, but unlike conventional virtual machine monitors, Denali does not ...

**12**  The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz,
Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(17.65 MB)     Additional Information: <u>full citation</u>, <u>abstract</u>

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

**13**  <u>Student papers: Securing varieties of file systems</u>

Philippa Fendler

October 2004  **Proceedings of the 1st annual conference on Information security curriculum development**

**Publisher:** ACM Press

Full text available: pdf(69.32 KB)     Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In this paper, I describe the different ways to security different storage media. Important is not just the security of data in frequent use, but also data that is no longer needed. Regardless of media or system, information security should always be applied in layers so that any one system won't be compromised when falling into the wrong hands.

**Keywords**: NTTS, data destruction, disks, encryption, fat, memory cards, mobile media, optical media, securing reactively and proactively, security

**14**  <u>Trustworthy 100-year digital objects: durable encoding for when it's too late to ask</u>

H. M. Gladney, R. A. Lorie

July 2005  **ACM Transactions on Information Systems (TOIS)**, Volume 23 Issue 3

**Publisher:** ACM Press

Full text available: pdf(1.04 MB)     Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

How can an author store digital information so that it will be reliably intelligible, even years later when he or she is no longer available to answer questions? Methods that *might* work are not good enough; what is preserved today should be reliably intelligible whenever someone wants it. Prior proposals fail because they generally confound saved data with irrelevant details of today's information technology---details that are difficult to define, extract, and save completely and accurate ...

**Keywords**: Long-term digital preservation, encoding

**15**  <u>Virtual machine monitors: Xen and the art of virtualization</u>

Paul Barham, Boris Dragovic, Keir Fraser, Steven Hand, Tim Harris, Alex Ho, Rolf Neugebauer, Ian Pratt, Andrew Warfield

October 2003  **Proceedings of the nineteenth ACM symposium on Operating systems principles**

**Publisher:** ACM Press

Full text available: pdf(168.76 KB)     Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Numerous systems have been designed which use virtualization to subdivide the ample resources of a modern computer. Some require specialized hardware, or cannot support commodity operating systems. Some target 100% binary compatibility at the expense of performance. Others sacrifice security or functionality for speed. Few offer resource isolation or performance guarantees; most provide only best-effort provisioning, risking denial of service.This paper presents Xen, an x86 virtual machine monit ...

**Keywords**: hypervisors, paravirtualization, virtual machine monitors

**16** Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher**: ACM Press

Full text available: pdf(7.39 MB)          Additional Information: <u>full citation</u>, <u>abstract</u>

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

**17** File system encryption with integrated user management

Stefan Ludwig, Winfried Kalfa

October 2001 **ACM SIGOPS Operating Systems Review**, Volume 35 Issue 4

**Publisher**: ACM Press

Full text available: pdf(655.38 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Existing cryptographic file systems for Unix do not take into account that sensitive data must often be shared with other users, but still kept secret. By design, the only one who has access to the secret data is the person who encrypted it and therefore knows the encryption key or password. This paper presents a kernel driver for a new encrypted file system, called Fairly Secure File System (FSFS), which provides mechanisms for user management and access control for encrypted files. The driver ...

**18** Streams, structures, spaces, scenarios, societies (5s): A formal model for digital libraries

Marcos André Gonçalves, Edward A. Fox, Layne T. Watson, Neill A. Kipp

April 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 2

**Publisher**: ACM Press

Full text available: pdf(316.85 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

Digital libraries (DLs) are complex information systems and therefore demand formal foundations lest development efforts diverge and interoperability suffers. In this article, we propose the fundamental abstractions of Streams, Structures, Spaces, Scenarios, and Societies (5S), which allow us to define digital libraries rigorously and usefully. Streams are sequences of arbitrary items used to describe both static and dynamic (e.g., video) content. Structures can be viewed as labeled directed gra ...

**Keywords**: applications., definitions, foundations, taxonomy

**19** Where were we: making and using near-synchronous, pre-narrative video

Scott L. Minneman, Steven R. Harrison

September 1993 **Proceedings of the first ACM international conference on Multimedia**

**Publisher**: ACM Press

Full text available: pdf(197.50 KB)
ps(1.50 MB)          Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

**Keywords**: collaboration, digital video, distributed work, group work, video indexing

**20** <u>Frameworks for component-based client/server computing</u>                                               ■
Scott M. Lewandowski
March 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 1
**Publisher:** ACM Press
Full text available: pdf(243.81 KB)    Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

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### 21  Report on the 5th IFIP international workshop on quality of service (IWQOS'97)
Oguz Angin, Andrew T. Campbell, Lai-Tee Cheok, Raymond R-F Liao, Koon-Seng Lim, Klara Nahrstedt
July 1997 **ACM SIGCOMM Computer Communication Review**, Volume 27 Issue 3
**Publisher:** ACM Press
Full text available: 📄 pdf(1.86 MB)      Additional Information: full citation, abstract, index terms

> This paper presents a summary of the fifth International Workshop on Quality of Service (IWQOS) which was held at Columbia University in May 1997. The goal of this three-day meeting was to foster interaction between researchers active in the area of Quality of Service(QOS) research, to reflect on past experiences and lessons learnt, and to discuss future QOS challenges. To reflect this goal, this year's workshop included a hot program made up of (i) a keynote address on "Programming Telecommunic ...

### 22  Reusability and adaptability of interactive resources in Web-based educational systems
Abdulmotaleb El Saddik, Stephan Fischer, Ralf Steinmetz
March 2001 **Journal on Educational Resources in Computing (JERIC)**
**Publisher:** ACM Press
Full text available: 📄 pdf(257.16 KB)      Additional Information: full citation, abstract, references, citings, index terms, review

> The production of interactive multimedia content is in most cases an expensive task in terms of time and cost. Hence, optimizing production by exploiting the reusability of interactive multimedia elements is mandatory. Reusability can be triggered by a combination of resuable multimedia components and the appropriate use of metadata to control the components as well as their combination. In this article, we discuss the reusability aspects of interactive multimedia content in web ...

### 23  Metadata for smart multimedia learning objects
Abdulmotaleb El Saddik, Amir Ghavam, Stephan Fischer, Ralf Steinmetz
December 2000 **Proceedings of the Australasian conference on Computing education ACSE '00**
**Publisher:** ACM Press
Full text available: 📄 pdf(828.00 KB)   Additional Information: full citation, abstract, references, citings

> The application of educational metadata is nowadays often limited to the description of

static resources (text or image) in order to support the retrieval process. The usage of metadata is done in a static way with respect to the (static) content and cannot influence multimedia content itself. An adequate description of dynamic multimedia content, for example animations, is also difficult.

In this paper we propose dynamic educational metadata as an extension of IEEE's Learning Objects ...

**24** Programming languages for mobile code

Tommy Thorn
September 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 3
**Publisher:** ACM Press

Full text available: pdf(393.65 KB)     Additional Information: full citation, abstract, references, citings, index terms, review

Sun's announcement of the programming language Java more that anything popularized the notion of mobile code, that is, programs traveling on a heterogeneous network and automatically executing upon arrival at the destination. We describe several classes of mobile code and extract their common characteristics, where security proves to be one of the major concerns. With these characteristics as reference points, we examine six representative languages proposed for mobile code. The conclusion ...

**Keywords**: Java, Limbo, Objective Caml, Obliq, Safe-Tcl, distribution, formal methods, mobile code, network programming, object orientation, portability, safety, security, telescript

**25** Projectors: advanced graphics and vision techniques

Ramesh Raskar
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
**Publisher:** ACM Press
Full text available: pdf(6.53 MB)     Additional Information: full citation

**26** Lineage retrieval for scientific data processing: a survey

Rajendra Bose, James Frew
March 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 1
**Publisher:** ACM Press
Full text available: pdf(728.75 KB)   Additional Information: full citation, abstract, references, index terms

Scientific research relies as much on the dissemination and exchange of data sets as on the publication of conclusions. Accurately tracking the lineage (origin and subsequent processing history) of scientific data sets is thus imperative for the complete documentation of scientific work. Researchers are effectively prevented from determining, preserving, or providing the lineage of the computational data products they use and create, however, because of the lack of a definitive model for lineage ...

**Keywords**: Data lineage, audit, data provenance, scientific data, scientific workflow

**27** MHEG: an introduction to the future international standard for hypermedia object interchange

Roger Price
September 1993 **Proceedings of the first ACM international conference on Multimedia**

**Publisher:** ACM Press
Full text available: pdf(658.88 KB)          Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>
ps(259.95 KB)


**28** TeleNotes: managing lightweight interactions in the desktop

Steve Whittaker, Jerry Swanson, Jakov Kucan, Candy Sidner
June 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 2
**Publisher:** ACM Press

Full text available: pdf(1.01 MB)          Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Communication theories and technology have tended to focus on extended, formal meetings and have neglected a prevalent and vital form of workplace communication—namely, lightweight communication. Unlike formal, extended meetings, lightweight interaction is brief, informal, unplanned, and intermittent. We analyze naturalistic data from a study of work-place communication and derive five design criteria for lightweight interaction systems. These criteria require that systems for lightwe ...

**Keywords**: audio, awareness, computer-media spaces, conversation management, impromptu communication, informal communication, interpersonal communications, lightweight interaction, mediated communication, remote collaboration, task management, video


**29** Digital libraries in the classroom: Integrating digital libraries into learning environments: the *LEBONED* approach

Frank Oldenettel, Michael Malachinski, Dennis Reil
May 2003 **Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries**
**Publisher:** IEEE Computer Society
Full text available: pdf(299.24 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

This paper presents the project LEBONED that focuses on the integration of digital libraries and their contents into web-based learning environments. We describe in general how the architecture of a standard learning management system has to be modified to enable the integration of digital libraries. An important part of this modification is the LEBONED Metadata Architecture which depicts the handling of metadata and documents imported from digital libraries. The main components of this architec ...


**30** Microservers: a new memory semantics for massively parallel computing

Jay B. Brockman, Peter M. Kogge, Thomas L. Sterling, Vincent W. Freeh, Shannon K. Kuntz
May 1999 **Proceedings of the 13th international conference on Supercomputing**
**Publisher:** ACM Press
Full text available: pdf(1.40 MB)    Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

**Keywords**: massively parallel, microserver, processing-in-memory


**31** Q focus: mobile applications: Streams and standards: delivering mobile video

May 2005 **Queue**, Volume 3 Issue 4
**Publisher:** ACM Press
Full text available: pdf(213.92 KB)
html(22.40 KB)          Additional Information: <u>full citation</u>, <u>abstract</u>, <u>index terms</u>

The era of video served up to mobile phones has arrived and threatens to be the next "killer app" after wireless calling itself.

**32** Standards pipeline PNG, VRML 97, BIIF, imaging standards
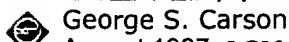
George S. Carson
August 1997 **ACM SIGGRAPH Computer Graphics**, Volume 31 Issue 3

**Publisher:** ACM Press

Full text available: pdf(342.54 KB)    Additional Information: full citation, index terms

**33** Composable ad hoc location-based services for heterogeneous mobile clients

Todd D. Hodes, Randy H. Katz
October 1999 **Wireless Networks**, Volume 5 Issue 5

**Publisher:** Kluwer Academic Publishers

Full text available: pdf(403.18 KB)    Additional Information: full citation, references, citings, index terms

**34** High-capacity Internet middleware: Internet caching system architectural overview

Gary Tomlinson, Drew Major, Ron Lee
March 2000 **ACM SIGMETRICS Performance Evaluation Review**, Volume 27 Issue 4

**Publisher:** ACM Press

Full text available: pdf(571.68 KB)    Additional Information: full citation, abstract, index terms

Previous studies measuring the performance of general-purpose operating systems running large-scale Internet server applications, such as proxy caches, have identified design deficiencies that contribute to lower than expected performance and scalability. This paper introduces a high-capacity proxy cache service built upon a specialized operating system designed to efficiently support large-scale Internet middleware. It suggests that specialized operating systems can better meet the needs of the ...

**35** Groupware: some issues and experiences

Clarence A. Ellis, Simon J. Gibbs, Gail Rein
January 1991 **Communications of the ACM**, Volume 34 Issue 1

**Publisher:** ACM Press

Full text available: pdf(7.22 MB)    Additional Information: full citation, references, citings, index terms

**36** Toward the domestication of microelectronics

Joel S. Birnbaum
November 1985 **Communications of the ACM**, Volume 28 Issue 11

**Publisher:** ACM Press

Full text available: pdf(1.23 MB)    Additional Information: full citation, abstract, citings, index terms, review

The great challenge for computer science in this decade is to make computers usable by everyone. Computers, long viewed as a dehumanizing force, will become the most powerful means of personal creative expression and communication ever known.

**37** Some social implications of ubiquitous wireless networks

Marc A. Smith
April 2000 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 4 Issue 2

**Publisher:** ACM Press

Full text available: pdf(1.41 MB)        Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

Wireless computer networks and the devices to communicate with them are about to become ubiquitous. A profusion of devices is likely to emerge quickly in specialized form factors, from handhelds to cheap, disposable sensors. Groups of people using these tools will gain new forms of social power, ways to organize and coordinate their interactions and exchanges just in time and just in place. Using these tools, people will be able to collectively construct a range of resources that were too diffic ...

**38** <u>The winter simulation conference: perspectives of the founding fathers</u>

Michel Araten, Harold G. Hixson, Austin C. Hoggatt, Philip J. Kiviat, Michael F. Morris, Arnold Ockene, Julian Reitman, Joseph M. Sussman, James R. Wilson
December 1992 **Proceedings of the 24th conference on Winter simulation**

**Publisher:** ACM Press

Full text available: pdf(2.83 MB)        Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

**39** <u>Highly scalable image coding for multimedia applications</u>

Jie Liang
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**

**Publisher:** ACM Press

Full text available: pdf(1.54 MB)        Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

**40** <u>Teaching teachers to teach on-line</u>

Robert J. Tucker, John Cordani
October 1998 **Proceedings of the 26th annual ACM SIGUCCS conference on User services**

**Publisher:** ACM Press

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